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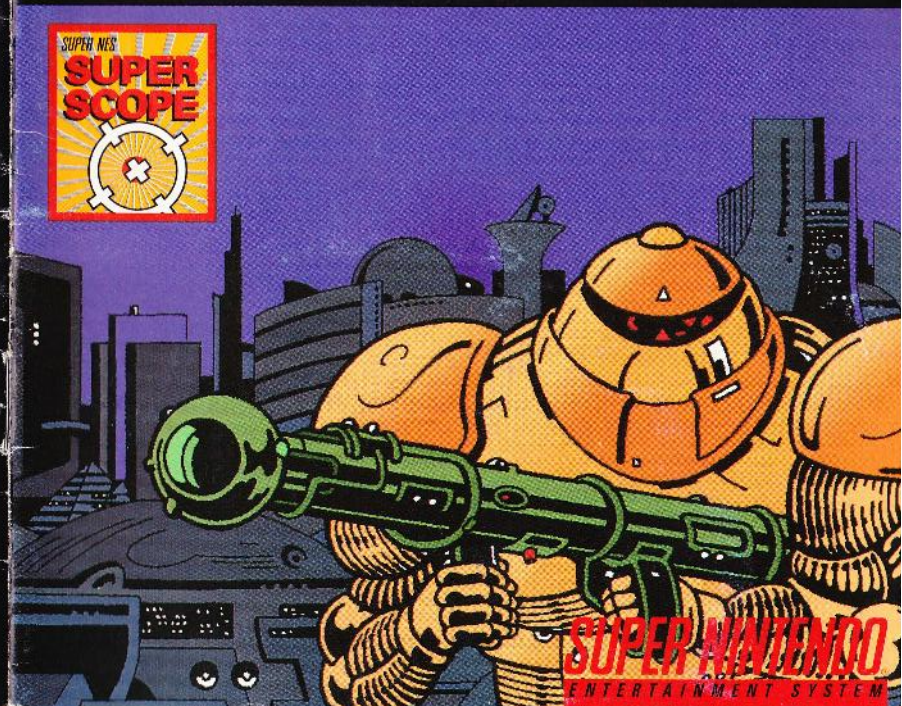
BANDAI

SNS-BY-USA

BAZOOKA™ BLITZKRIEG

INSTRUCTION MANUAL



BAZOOKA™
BLITZKRIEG

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

FOR USE ON YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

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Thank you for purchasing Bandai's "Bazooka Blitzkrieg" Game Pak. Please read this instruction manual carefully before starting to play the game. In doing so, you will be able to play the game better and will enjoy it even more. Be sure to keep these instructions in a safe place.

PRECAUTIONS

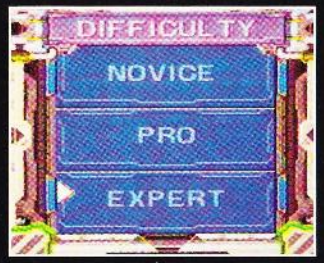
1. Turn off the power before inserting or removing the Game Pak.

2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.

3. Avoid touching the connectors and do not get them wet or dirty.
Doing so may damage the game.

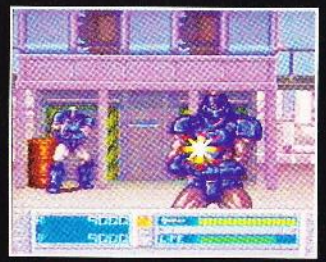
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

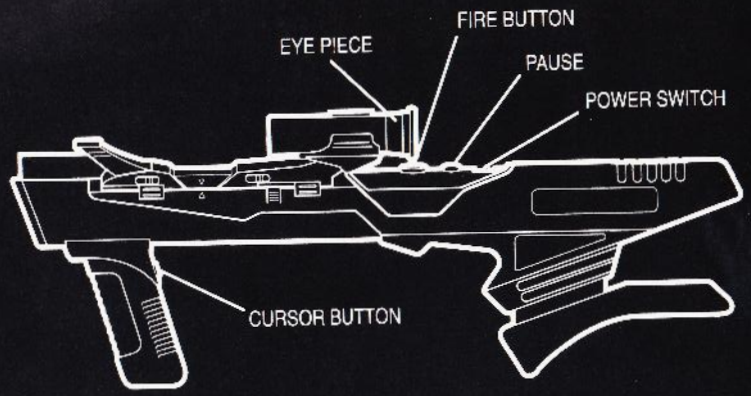
Note: In the interest of product improvement, Super Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older television models have rounded screens and may block out a portion of the image.



1. INTRODUCTION

Sylon Inc.'s mainframe was on the blink. There could be no other explanation. Initial speculation suggested a rogue computer virus planted by industrial terrorists. But whatever the cause, the results were devastating. The city had been overrun by thousands of Sylon's top-secret XT7 Cyborg-Commando Fighting Machines. These computer operated soldier robots were the latest advance in battlefield technology. Virtually indestructible, they were designed so our country's brave young men and women would never have to die in battle again. But, men and women were dying. Innocent civilians and children were being terrorized by these senseless cold-blooded metallic monsters. There was just one hope. Armed only with the Super NES Super Scope™, you must fight your way into Sylon Inc.'s computer complex and vaporize the malfunctioning mainframe!





2. HOW TO OPERATE THE SUPER SCOPE

(This game does not require the use of the Super NES Controller).

Power Switch: Slide the power switch one notch forward to turn the Super Scope on. In the on position, the Super Scope can fire only single shots. If the power switch is moved one more notch forward to the turbo position, the Super Scope can fire repeatedly.

Pause: Press the pause button to "freeze" the action. When you do this, a target will appear for target practice and aim adjustment. Press the pause button again to return to the action.

Fire Button: Press or press and hold this button to shoot single shots or machine gun fire at the screen. There is an unlimited amount of ammo for the single shot gun and the machine gun.

Cursor Button: Press this button to fire bazooka missiles at the screen. You start the game with 20 missiles. You can gain extra missiles while playing the game.

Eye Piece: Use the eyepiece to aim at objects on the screen. Make sure when looking through the scope that you can see through the center of the front sight. If necessary, slide the tube forward or backward to bring the rubber eye piece closer to your eye for easier sighting.

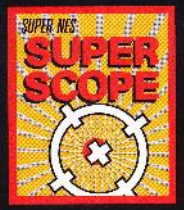
ALIGNING THE SIGHT

It is necessary to align the Super Scope sight at the beginning of the game.

1. Turn your television on.
2. Load a Game Pak displaying the Super Scope symbol into the Control Deck and slide the power switch to the on position.
3. Slide the power switch of the Super Scope to either the on or turbo position.
4. Stand about 10 feet in front of your TV.
5. Aim the Super Scope at the TV screen and press the fire button. *Note:* If there is no change in the screen, press the fire button several times while aiming at different areas of the TV screen. If there is still no reaction, check the power switch setting and batteries of the Super Scope or refer to the Troubleshooting section of your Super Scope Manual.
6. Look through the sight tube and sight through the center of the front sight toward the target on the screen. Press the fire button. A round dot (hit symbol) will appear on the screen.

- If the hit symbol appears at the area you were aiming at, then the sight alignments are complete.
- If the sights are not aligned, press reset on the Control Deck and readjust the sights.

Note: Before starting the game, always check the sights. If shots do not land in the right place during the game, readjust the sights. If you move around the room or change the distance between the Super Scope and the TV, you will need to readjust the sights.



SUPER SCOPE PRECAUTIONS

1. Nintendo recommends that you do not use the Super Scope for more than 10 minutes at a time. Take breaks if you experience any discomfort in your shoulder, eyes, neck, arms, or any other body part. If discomfort continues, STOP using the Super Scope and consult your physician.

2. The Super Scope accessory is not intended to resemble a real gun and should never be used in a manner that could lead others to believe it is a real gun.

3. Rest the rubber eye piece gently against your eye while playing.

4. Be careful not to scratch the Super Scope lens or transmitter cover.

5. The Super Scope will not work with a projection, liquid crystal, or double speed scan television.

6. The Super Scope may not work with some old TV's that lack certain functions.

7. Do not use the Super Scope simultaneously with an infrared remote control.

8. The Super Scope may not work in rooms with fluorescent lights.

9. Do not block the lens on the front of the Super Scope or Super Scope receiver.

10. Slide the power switch to the off position when you are finished using the Super Scope.

11. If your Super Scope begins to jam, your batteries may be running low. We recommend using fresh 1.5V Alkaline batteries.

1. HOW TO PLAY THE GAME

GETTING STARTED

Put the Game Pak in the Super NES Control Deck, turn the power on and slide the Power switch to the on position. When the Title Screen appears, shoot the screen to advance to the Test Aim Screen. Use this screen to adjust the aim of your Super Scope (see the How to Use the Super Scope section for more information). After you shoot at the Test Aim Screen, you will advance to the Select Screen. You can choose either the Blitzkrieg Mode or the Boot Camp Mode (both are described below). Shoot at the appropriate part of the screen to make your selection.

THE BLITZKRIEG MODE

If you select the Blitzkrieg Mode, you will move to the Difficulty Level Screen. Choose either Novice, Pro, or Expert (Note: You must play at the Expert level to complete the Blitzkrieg Mode). Next, the game proceeds to the Command Center Screen where you will receive your instructions at the beginning of each stage. Once these instructions are completed, the game begins.

THE OBJECT OF THE GAME

The object of the game is to battle your way through the 5 action-packed stages using your bazooka to destroy as many robots and other objects as possible. When you reach the end of the last stage, you must defeat the twin computer brains to win the game.

THE DISPLAY SCREEN

The display screen is located at the bottom of the game screen and contains the following information:

- HI Score
- 1P Score
- Missile Level
- Life Meter

The score is shown on the left hand side of the Display Screen. The HI Score section displays the highest score recorded during any one session of Bazooka Blitzkrieg (i.e. from the first game until you turn off your Super NES). The 1P Score shows how the current player is performing. (Note: during the first game, both of these scores will be the same). The Missile Level shows how many bazooka missiles you have left. You start the game with 20 missiles, but can gain additional missiles along the way by shooting the M blocks. The Life Meter displays your energy level. You begin the game with 32 bars of life. Every time you are hit by enemy fire, you loose a portion of this amount. If you lose all of your energy, the game ends (Note: When your energy becomes dangerously low, a warning light will flash in the center of the Display Screen and an alarm will sound). However, you can gain more life bars by shooting the L blocks.

SCORING POINTS

Points are scored by destroying robots and other objects on the screen. Some objects can be destroyed with a single shot, some require many hits, and others can only be destroyed with a direct missile hit. Some special objects can only be found by destroying other objects first.

Each object has a specific point value as follows:

Object	Points
Yellow Robots	100
Green Robots	200
Blue Robots	300
Red Robots	400
Blue Robots in background	500
Windows	400
Doors	3000
Cans	1000
Bottles	800
Trash Cans	600
Barrels	400
Street Signs	400
Street Lights	400
Machines (stage 5 only)	5000
White Choppers	500
Red Choppers	700
Choppers in the distance	3000
Yellow Hovercycles	300
Green Hovercycles	400
Blue Hovercycles	500
Missiles	1000
B Blocks	500
L Blocks	500
M Blocks	500
S Blocks	500

STAGES OF PLAY

The game consists of the following 5 exciting stages of play:

Stage 1: The City Streets
You must face a constant onslaught of robots as you battle your way through the dangerous city streets. To complete this stage, you must defeat the massive Sylon Deathmobile.

Stage 2: The Outer City Highway
The Outer City Highway that leads to Sylon's headquarters is controlled by Cyborg-Commandos on hovercycles and swift Attack Choppers. If you defeat these lethal foes, you must still face the monstrous Floating Fortress of Destruction to complete this stage.

Stage 3: The Sylon Industrial Plant.
The Industrial Complex is crawling with robots. But, beware of the powerful Gorilla Cyborg at the end of this stage.

Stage 4: The Sylon Computer Complex
Elevator Tower.
The only way to get to the mainframe is up the heavily guarded elevator tower. At the top, you must defeat a specially designed guard robot to gain entrance to the Computer Complex.

Stage 5: The Sylon Computer Complex.
The mainframe has strategically massed a deadly force of cyborgs in the Computer Complex. If you are lucky enough to survive their attack, you must still destroy the all-powerful computer brains to win the game. Remember, be sure to destroy as much machinery as possible for the highest score in this stage.

SPECIAL OBJECTS

Along the way you will find special square blocks with letters or symbols on them. If you shoot them, you will gain a specific point total and whatever power they have. The items are as follows:

B: Neutron Bomb: Destroys all enemy objects on the screen (+500 points).

L: Life: Gives you 12 1/2 extra bars of life up to a maximum of 32 bars (+500 Points).

M: Missiles: Gives you 10 additional bazooka missiles up to a maximum of 20 (+500 points).

S: Shield: Creates a 10 second shield that protects you from enemy fire (+500 points).

T: Toxic Waste: Depletes 12 1/2 bars of life (no points).

CONTINUING A GAME

If you are defeated in the Blitzkrieg Mode, the game advances to the Continue Screen where you are given a 10 second countdown in which to shoot the screen and continue the game. There are an unlimited number of continues. If you choose to continue, you will return to the stage you were playing at a specific point and your previous score will not qualify for the HI Score Display. To begin a new game, let the countdown go to zero and the game will advance to the Score Display Screen. Shoot the Screen to begin a new game.

BOOT CAMP MODE

The Boot Camp mode allows you to compete head-to-head with up to four players in shortened versions of stages 1-3. After you select the Boot Camp Mode, you will advance to the Difficulty Level Screen. You can only choose one level (Novice, Pro, or Expert) for all of the competing players. Once you choose a level, you advance to the Players Screen where you determine the number of competitors from 1-4.after which you must choose from stages 1-3. You then move to the Game Screen where the first player takes his turn.

THE OBJECT OF BOOT CAMP

The object of the Boot Camp Mode is to try to score as many points as you can by shooting every possible target on the screen. The game progresses exactly as in the Blitzkrieg Mode; the weapons, the Display Screen and the point values are the same. At the end of all the players' turns the game advances to the Result Screen where your performance is rated on total points. You are also shown your degree of shooting accuracy which tells you what percentage of your shots were hits. After you shoot the scoreboard the game will reset to the title screen.

There are seven ability categories in the Boot Camp Mode:

Category	Stage 1	Stage 2	Stage 3
Sharp shooter	91000	75000	70000
Marksman	91000	75000	70000
	87000	58000	61000
Mercenary	87000	58000	61000
	76000	50000	52000
Commando	76000	50000	52000
	64000	40000	43000
Misfit	64000	40000	43000
	52000	29000	34000
Cry Baby	52000	29000	34000
	34000	11000	23000
Blind Bat	34000	11000	23000
	0	0	0

This chart shows the scoring parameters for each stage and each category. For example, to become a Marksman in Stage 1, you must score between 87000 and 91000 points.

90-DAY LIMITED WARRANTY

Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling 1-310-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12851 East 166th Street
Cerritos, CA. 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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